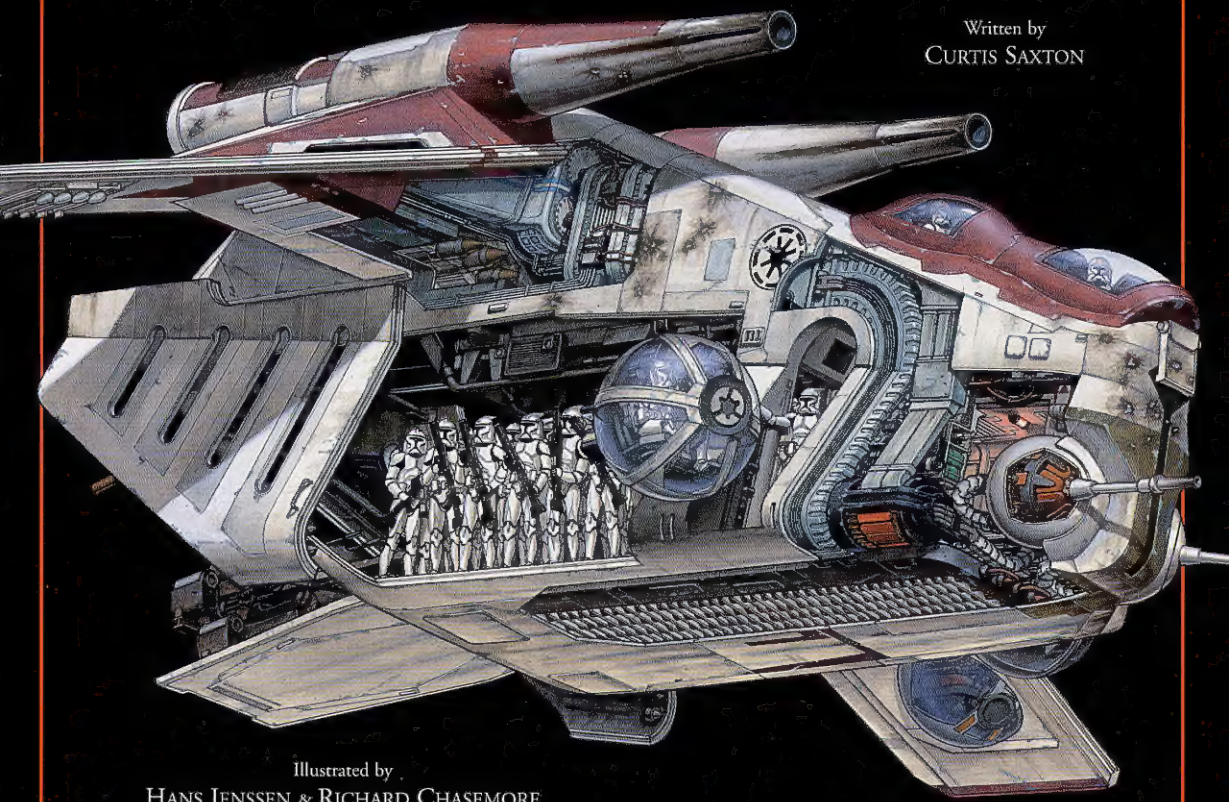
STAR WARS™

ATTACK OF THE CLONES

INCREDIBLE CROSS-SECTIONS

THE DEFINITIVE GUIDE TO THE CRAFT FROM *STAR WARS*: EPISODE II

Written by
CURTIS SAXTON



Illustrated by
HANS JENSSEN & RICHARD CHASEMORE

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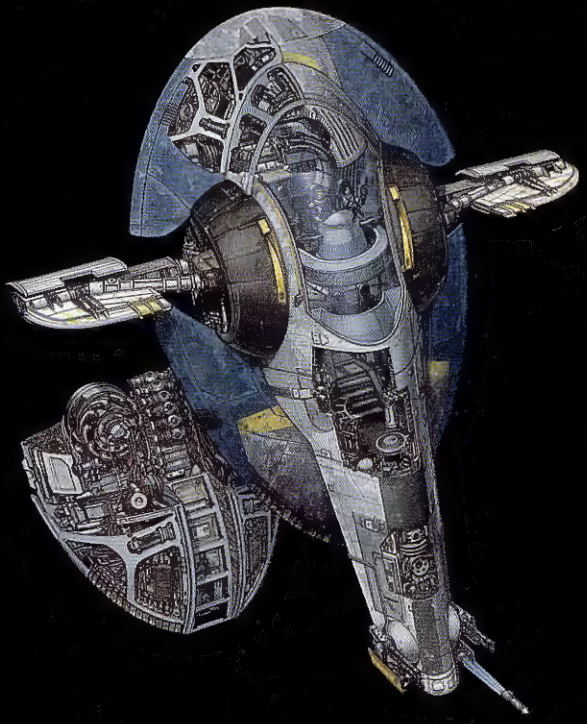

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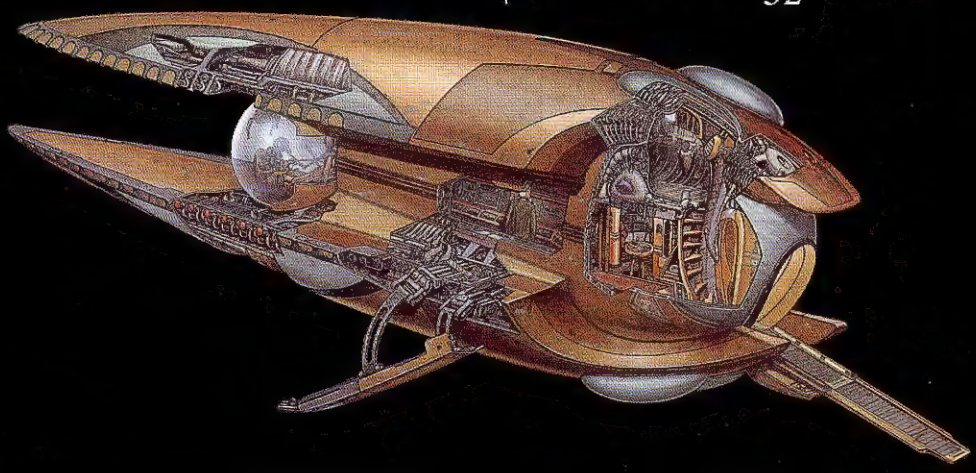


INTRODUCTION

IN OVER 25,000 YEARS since the exploitation of hyperdrive technology finally united the galaxy, the basic attributes of starflight have remained constant. Few now presume to question the quintillions of engineering pioneers active in the Early Hyperspace Age. Artistic expression and raw practicality have long been the sole ideals of vehicle design. However, as political deadlock and disfunction permeate the galaxy, peculiar mechanical forms are now beginning to emerge. Greedy commercial organizations have burst from relative obscurity to challenge galactic law with their bizarrely melded, mercantile/military apparatus. In response, a mighty mechanized force, created in secret, is used for the first time to aid the Jedi in their guardianship of the disoriented but legitimate Galactic Republic. The tolerant diversity of millions of planetary cultures, expressed in countless local styles of starship design, is now being eroded by bitter secessionism as the cataclysmic Clone Wars begin.

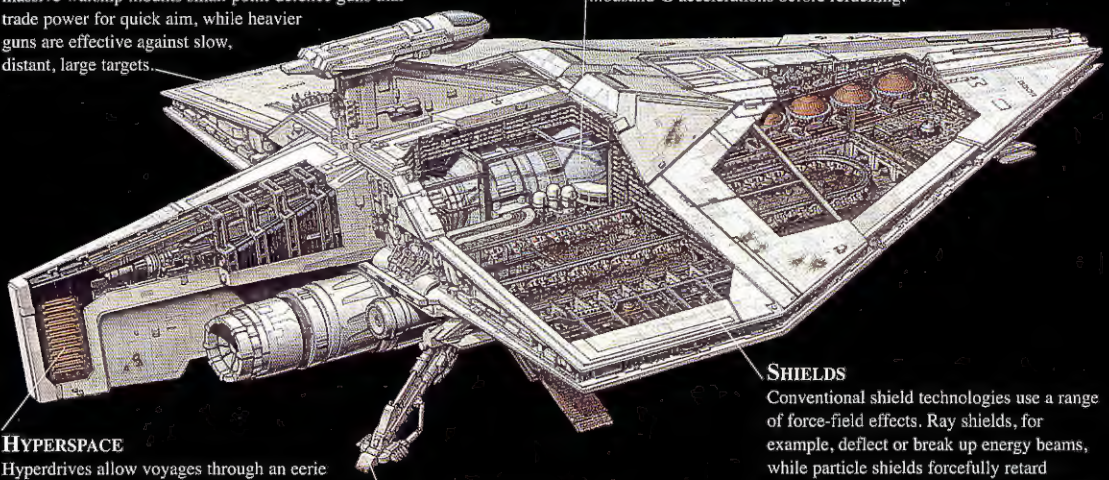
TECHNOLOGY

ENERGY WEAPONS

Energy weapons fire invisible energy beams at lightspeed. The visible "bolt" is a glowing pulse that travels along the beam at less than lightspeed. Therefore, targets can explode instants before the "bolt" actually arrives. The light given off by visible bolts depletes the overall energy content of a beam, limiting its range. Turbolasers gain a longer range by spinning the energy beam, which reduces waste glow. A gun's range also depends on its aiming precision and the time-lag required to detect and anticipate target motion at a distance. For example, a massive warship mounts small point-defence guns that trade power for quick aim, while heavier guns are effective against slow, distant, large targets.

POWER SOURCES

Starships and vehicles use a hierarchy of power technologies that were perfected in pre-Republic ages. Low-power, domestic machines run on portable chemical, fission, and fusion reactors, which consume a variety of fuels depending on local resources. Most starships use fusion systems that confine more-powerful hypermatter annihilation cores. The interiors of the mightiest war vessels are dominated by huge reactor cores and ultra-dense fuel silos, which enable them to perform massive planetary bombardments and sustain hours of thousand-G accelerations before refuelling.



HYPERSPACE

Hyperdrives allow voyages through an eerie realm called hyperspace—i.e. the ordinary universe viewed from a ship travelling faster than the speed of light. Hyperdrives adjust faster-than-light "hypermatter" particles to allow a jump to light-speed without changing the complex mass and energy of the ship. In addition to hyperdrive travel, an equally wondrous technology exists, called hyperwaves: supralight signals for real-time transgalactic communications through public HoloNet relays. Hyperwave transceivers require almost stellar-scale power, yet signals can be blocked by nearby massive obstructions or by deflector shielding.

GRAVITY TECHNOLOGY

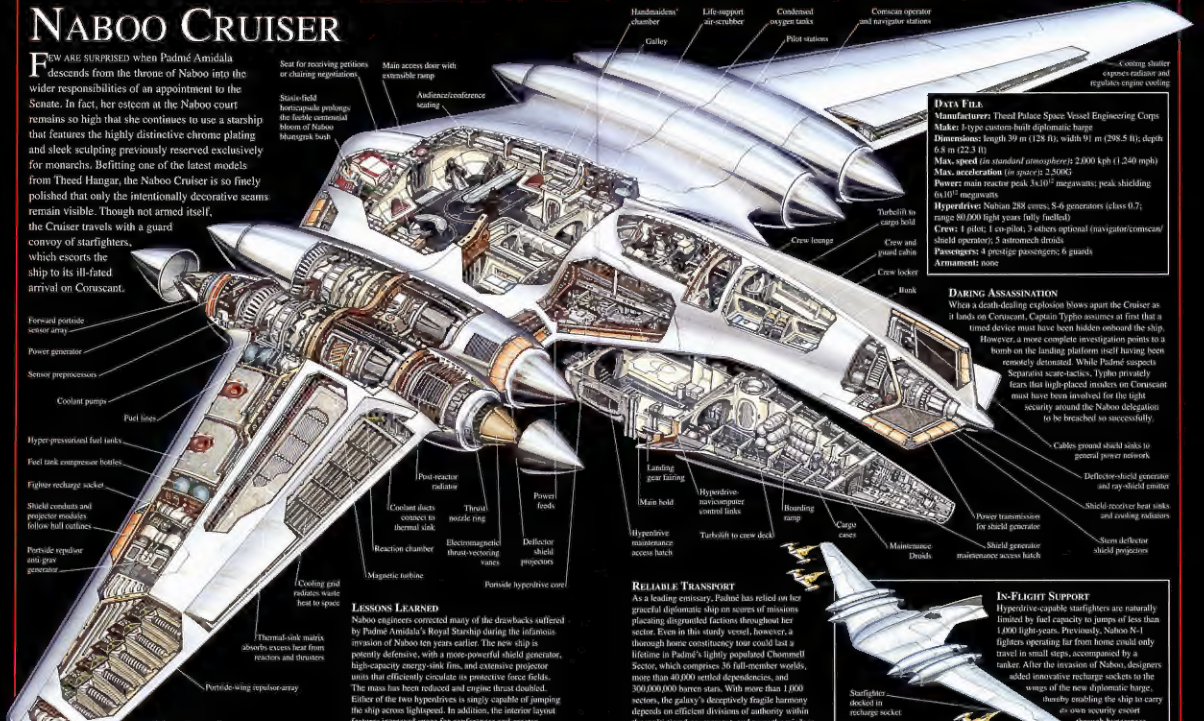
Modern galactic civilization manipulates gravity confidently. Gravity-altering devices include repulsorlifts that allow unpowered antigravity floatation, tractor-beam projectors for remote application of force, and acceleration compensators that prevent pulverization of starship occupants during maneuvers. The gravitoactive constituents of these devices are subnuclear knots of space-time made in enormous, unmanned power refineries encompassing black holes.

SHIELDS

Conventional shield technologies use a range of force-field effects. Ray shields, for example, deflect or break up energy beams, while particle shields forcefully retard high-velocity projectiles. Normally, shield intensities diminish gradually with distance from the generator or projector. However, shields projected in an atmosphere tend to have a defined outer surface. Such a boundary becomes super-hot when left still, and mirage-like effects are seen. Shields surrounding a moving airborne vessel are less visible, but can impact on aerodynamic performance. When a shield absorbs large energy blasts, the momentum can surge back to the ship and affect its motion. Shields do not operate without cost: Constant power is required to dissipate the energy from impacts.

Naboo Cruiser

Few are surprised when Padmé Amidala descends from the throne of Naboo into the wider responsibilities of an appointment to the Senate. In fact, her esteem at the Naboo court remains so high that she continues to use a starship that features the highly distinctive chrome plating and sleek sculpting previously reserved exclusively for monarchs. Befitting one of the latest models from Theed Hangar, the Naboo Cruiser is so finely polished that only the intentionally decorative seams remain visible. Though not armed itself, the Cruiser travels with a guard convoy of starfighters, which escorts the ship to its ill-fated arrival on Coruscant.



Data File

Manufacturer: Theed Palace Space Vessel Engineering Corps
Make: J-type custom-built diplomatic barge
Dimensions: length 39 m (128 ft); width 91 m (298.5 ft); depth 6.8 m (22.3 ft)
Max. speed *(in standard atmosphere)*: 2,000 kph (1,240 mph)
Max. acceleration *(in space)*: 2.50G
Power: main reactor peak $3x10^{12}$ megawatts; peak shielding $6x10^{12}$ megawatts
Hyperdrive: Nubian 288 cores; S-6 generators (class 0.7; range 80,000 light years fully fuelled)
Crew: 1 pilot; 1 co-pilot, 3 others optional (navigator/comscan/shield operator); 3 astromech droids
Passengers: 4 prestige passengers; 6 guards
Armament: none

Daring Assassination

When a death-dealing explosion blows apart the Cruiser as it lands on Coruscant, Captain Typho assumes at first that a timed device must have been hidden onboard the ship. However, a more complete investigation points to a bomb on the landing platform itself having been remotely detonated. While Padmé suspects Separatist scare-tactics, Typho privately fears that high-placed insiders on Coruscant must have been involved for the tight security around the Naboo delegation to be breached so successfully.

Lessons Learned

Naboo engineers corrected many of the drawbacks suffered by Padmé Amidala's Royal Starship during the infamous invasion of Naboo ten years earlier. The new ship is potently defensive, with a more-powerful shield generator, high-capacity energy-sink fins, and extensive projector units that efficiently circulate its protective force fields. The mass has been reduced and engine thrust doubled. Either of the two hyperdrives is singly capable of jumping the ship across lightspeed. In addition, the interior layout features increased space for conferences and greater separation of passengers and crew.

Reliable Transport

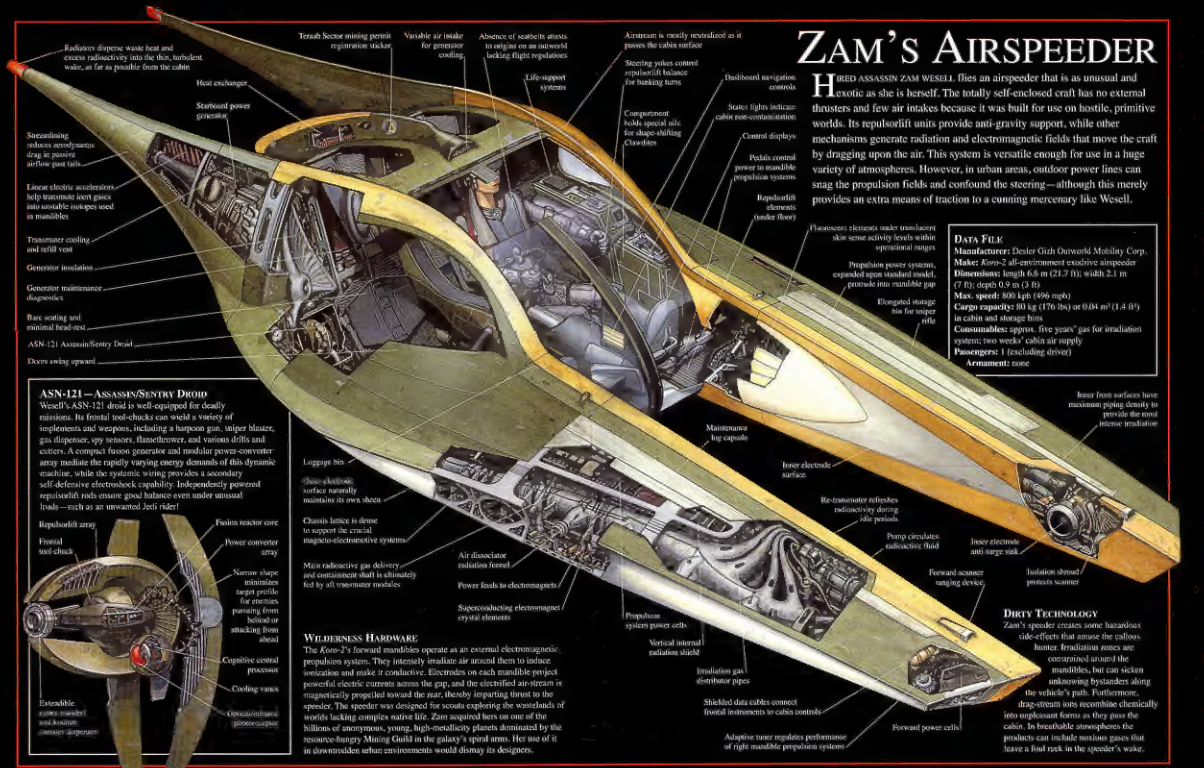
As a leading emissary, Padmé has relied on her graceful diplomatic ship on scores of missions placating disgruntled factions throughout her sector. Even in this sturdy vessel, however, a thorough home constituency tour could last a lifetime in Padmé's lightly populated Chommell Sector, which comprises 36 full-member worlds, more than 40,000 settled dependencies, and 300,000,000 barren stars. With more than 1,000 sectors, the galaxy's deceptively fragile harmony depends on efficient divisions of authority within the multi-tiered government, and upon the wisdom of its roving officials and legislators.

In-Flight Support

Hyperdrive-capable starfighters are naturally limited by fuel capacity to jumps of less than 1,000 light-years. Previously, Nabon N-1 fighters operating far from home could only travel in small steps, accompanied by a tanker. After the invasion of Naboo, designers added innovative recharge sockets to the wings of the new diplomatic barge, thereby enabling the ship to carry its own security escort through hyperspace.

Zam's Airspeeder

Hired assassin Zam Wesell flies an airspeeder that is as unusual and exotic as she is herself. The totally self-enclosed craft has no external thrusters and few air intakes because it was built for use on hostile, primitive worlds. Its repulsorlift units provide anti-gravity support, while other mechanisms generate radiation and electromagnetic fields that move the craft by dragging upon the air. This system is versatile enough for use in a huge variety of atmospheres. However, in urban areas, outdoor power lines can snag the propulsion fields and confound the steering—although this merely provides an extra means of traction to a cunning mercenary like Wesell.


Radiators disperse waste heat and excess radioactivity into the thin, turbulent wake, as far as possible from the cabin
Heat exchanger
Starboard power generator
Streamlining reduces aerodynamic drag in passive airflow past fairs
Linear electric accelerators help transmute inert gases into unstable isotopes used in manifolders
Transmuter cooling and refill vent
Generator insulation
Generator maintenance diagnostics
Bare seating and minimal head-rest
ASN-121 Assassin/Sentry Droid
Doors swing upward
Tenaub Sector mining permit registration sticker
Variable air intake for generator cooling
Absence of seatbelts attests to origins on an outworld lacking flight regulations
Life-support systems
Airstream is mostly neutralized as it passes the cabin surface
Steering yokes control repulsorlift balance for banking turns
Compartment holds special oils for shape-shifting Clawdites
Dashboard navigation controls
Status lights indicate cabin rest-containinstion
Control displays
Pedals control power to manifolder propulsion systems
Repulsorlift elements (under floor)
Fluorescent elements under translucent skin sense activity levels within operational ranges
Propulsion power systems, expanded upon standard model, protrude into manifolder gap
Elongated storage bin for sniper rifle
Inner iron surfaces have maximum piping density to provide the most intense irradiation
Maintenance log capsule
Luggage bin
Inner electrode surface
Outer electrode surface naturally maintains its own sheen
Chassis lattice is dense to support the crucial magneto-electromotive systems
Re-transmuter refreshes radioactivity during idle periods
Pump circulates radioactive fluid
Inner electrode anti surge sink
Forward scanner ranging device
Isolation shroud protects scanner
Main radioactive gas delivery and containment shaft is ultimately fed by aft transmuter modules
Air dissociator radiation funnel
Power feeds to electromagnets
Superconducting electromagnet crystal elements
Propulsion system power cells
Vertical internal radiation shield
Insulation gas distributor pipes
Shielded data cables connect frontal instruments to cabin controls
Forward power cells
Adaptive tuner regulates performance of right manifolder propulsion systems

Data File

Manufacturer: Desler Gizh Outworld Mobility Corp.
Make: *Kora-2* all-environment exodrive airspeeder
Dimensions: length 6.6 m (21.7 ft); width 2.1 m (7 ft); depth 0.9 m (3 ft)
Max. speed: 800 kph (496 mph)
Cargo capacity: 80 kg (176 lbs) or 0.04 m³ (1.4 ft³) in cabin and storage bins
Consumables: approx. five years' gas for irradiation system; two weeks' cabin air supply
Passengers: 1 (excluding driver)
Armament: none

ASN-121—Assassin/Sentry Droid

Wesell's ASN-121 droid is well-equipped for deadly missions. Its frontal tool-chucks can wield a variety of implements and weapons, including a harpoon gun, sniper blaster, gas dispenser, spy sensors, flamethrower, and various drills and cutters. A compact fusion generator and modular power-converter array mediate the rapidly varying energy demands of this dynamic machine, while the systemic wiring provides a secondary self-defensive electroshock capability. Independently powered repulsorlift rods ensure good balance even under unusual loads—such as an unwanted Jedi rider!

Repulsorlift array
Frontal tool-chuck
Fusion reactor core
Power converter array
Narrow shape minimizes target profile for enemies pursuing from behind or attacking from ahead
Cognitive central processor
Cooling vanes
Extendible eyelets provided and location sensory dispensers
Optical/infrared photoreceptor

Wilderness Hardware

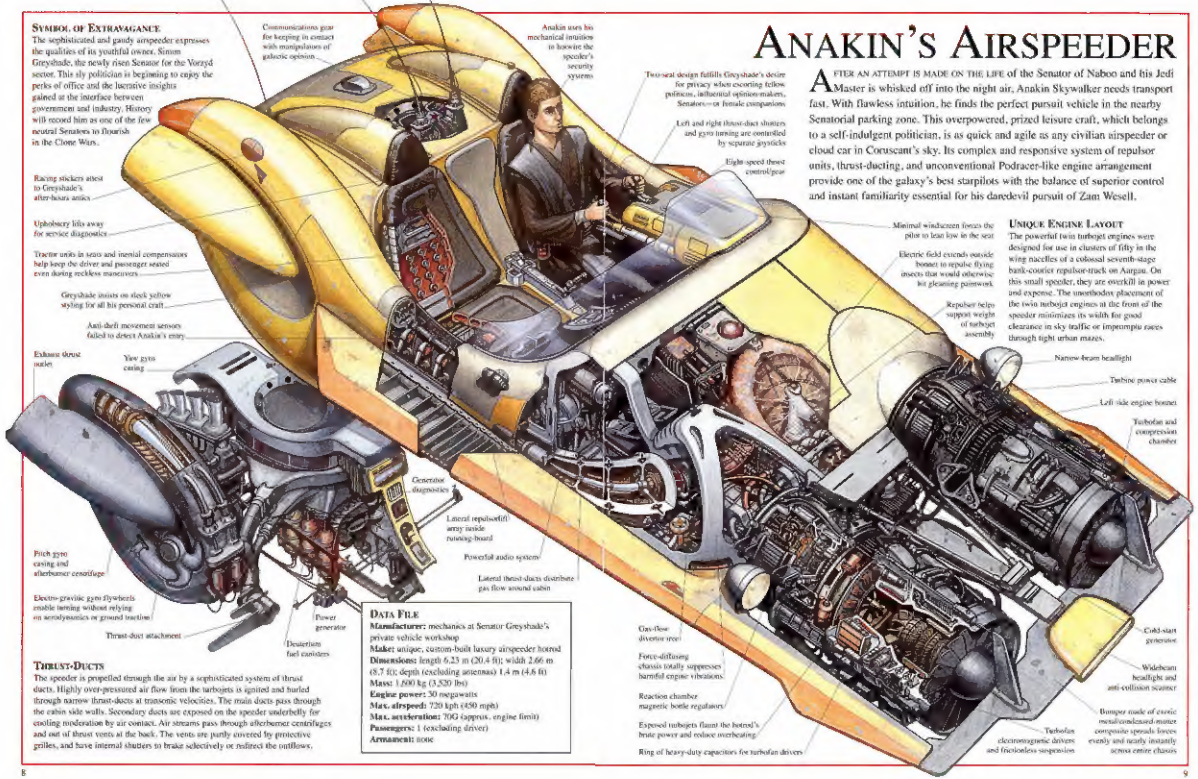
The *Kora-2*'s forward mandibles operate as an external electromagnetic propulsion system. They intensely irradiate air around them to induce ionization and make it conductive. Electrodes on each mandible project powerful electric currents across the gap, and the electrified air-stream is magnetically propelled toward the rear, thereby imparting thrust to the speeder. The speeder was designed for scouts exploring the wastelands of worlds lacking complex native life. Zam acquired hers on one of the billions of anonymous, young, high-metallicity planets dominated by the resource-hungry Mining Guild in the galaxy's spiral arms. Her use of it in downtrodden urban environments would dismay its designers.

Dirty Technology

Zam's speeder creates some hazardous side-effects that amuse the callous hunter. Irradiation zones are concentrated around the mandibles, but can sicken unknowing bystanders along the vehicle's path. Furthermore, drag-stream ions recombine chemically into unpleasant forms as they pass the cabin. In breathable atmospheres the products can include noxious gases that leave a foul reek in the speeder's wake.

Anakin's Airspeeder

After an attempt is made on the life of the Senator of Naboo and his Jedi Master is whisked off into the night air, Anakin Skywalker needs transport fast. With flawless intuition, he finds the perfect pursuit vehicle in the nearby Senatorial parking zone. This overpowered, prized leisure craft, which belongs to a self-indulgent politician, is as quick and agile as any civilian airspeeder or cloud car in Coruscant's sky. Its complex and responsive system of repulsor units, thrust-ducting, and unconventional Podracer-like engine arrangement provide one of the galaxy's best starpilots with the balance of superior control and instant familiarity essential for his daredevil pursuit of Zam Wesell.


Communications gear for keeping in contact with manipulators of galactic opinion
Anakin uses his mechanical intuition to hotwire the speeder's security systems
Two-seat design fulfills Greyshade's desire for privacy when escorting fellow politicos, influential opinion-makers, Senators—or female companions
Left and right thrust-duct shutters and gyro turning are controlled by separate joysticks
Eight-speed thrust control gear
Racing stickers attest to Greyshade's after-hours antics
Upholstery lifts away for service diagnostics
Tractor units in seats and inertial compensators help keep the driver and passenger seated even during reckless maneuvers
Greyshade insists on sleek yellow styling for all his personal craft
Anti-theft movement sensors failed to detect Anakin's entry
Exhaust drive outlet
Yaw gyro casing
Generator diagnostics
Lateral repulsorlift array inside running-board
Powerful audio system
Lateral thrust-ducts distribute gas flow around cabin
Pitch gyro casing and afterburner centrifuge
Electro-gravitic gyro flywheels enable turning without relying on aerodynamics or ground traction
Thrust-duct attachment
Power generator
Deuterium fuel canisters
Minimal windscreen forces the pilot to lean low in the seat
Electric field extends outside bonnet to repulse flying insects that would otherwise hit gleaming paintwork
Repulser helps support weight of turbojet assembly
Narrow-beam headlight
Turbine power cable
Left side engine bonnet
Turbofan and compression chamber
Gas-flow divertor vent
Force-diffusing chassis totally suppresses harmful engine vibrations
Reaction chamber magnetic bottle regulators
Exposed subjects flaunt the hotrod's brute power and reduce overheating
Ring of heavy-duty capacitors for turbofan drivers
Turbofan electromagnetic drivers and frictionless suspensions
Cold-start generator
Widebeam headlight and anti-collision scanner
Bumper made of exotic metal/condensed-matter composite spreads forces evenly and nearly instantly across entire chassis

Symbol of Extravagance

The sophisticated and gaudy airspeeder expresses the qualities of its youthful owner, Simm Greyshade, the newly risen Senator for the Vozryd sector. This sly politician is beginning to enjoy the perks of office and the lucrative insights gained at the interface between government and industry. History will record him as one of the few neutral Senators to flourish in the Clone Wars.

Thrust-Ducts

The speeder is propelled through the air by a sophisticated system of thrust ducts. Highly over-pressured air flow from the turbojets is ignited and hurled through narrow thrust-ducts at transonic velocities. The main ducts pass through the cabin side walls. Secondary ducts are exposed on the speeder underbelly for cooling moderation by air contact. Air streams pass through afterburner centrifuges and out of thrust vents at the back. The vents are partly covered by protective grilles, and have internal shutters to brake selectively or redirect the outflows.

Data File

Manufacturer: mechanics at Senator Greyshade's private vehicle workshop
Maker: unique, custom-built luxury airspeeder hotrod
Dimensions: length 6.23 m (20.4 ft); width 2.66 m (8.7 ft); depth (excluding antennas) 1.4 m (4.6 ft)
Mass: 1,600 kg (3,520 lbs)
Engine power: 30 megawatts
Max. airspeed: 720 kph (450 mph)
Max. acceleration: 70G (approx. engine limit)
Passengers: 1 (excluding driver)
Armament: none

Unique Engine Layout

The powerful twin turbojet engines were designed for use in clusters of fifty in the wing nacelles of a colossal seventh-stage bank-cootier repulsor-truck on Aargau. On this small speeder, they are overkill in power and expense. The unorthodox placement of the twin turbojet engines in the front of the speeder minimizes its width for good clearance in sky traffic or impromptu races through tight urban mazes.

JEDI STARFIGHTER

WHEN OBI-WAN KENOBI DEPARTS on his quest to Kamino, he requisitions one of the Jedi Temple's modified Delta-7 *Aethersprite* light interceptors. This ultra-light fighter is well shielded against impacts and blasts, and is equipped with two dual laser cannons that can unleash a withering frontal assault. Its sleek, blade-like form simplifies shield distribution and affords excellent visibility, especially in forward and lateral directions. A fighter of this size normally cannot travel far into deep space on its own, but the customized Jedi version features a socket for a truncated droid navigator and can dock with an external hyperdrive ring. Its design assumes dominance over any foe—essential for a prescient Jedi or any steely-nerved pilot trained for frontal assaults.

DATA FILE

Manufacturer: Kuat Systems Engineering, subsidiary of Kuat Drive Yards (fighter); TransGalMeg Industries Inc. (hyperdrive ring)
Model: Delta-7 *Aethersprite* light interceptor; Sylluire-31 long-range hyperdrive module
Dimensions: length 8 m (26 ft); width 3.92 m (12.8 ft); depth 1.44 m (4.7 ft)
Max. speed *(in standard atmosphere):* 12,000 kph (7,408 mph)
Max. acceleration *(linear, in open space):* 5,000G
Hyperdrive: Class 1.0 (effective range 150,000 light-years)
Cargo capacity *(in cockpit):* 60 kg (132 lbs) or 0.03 m³ (1.06 ft³)
Consumables: five hours' fuel and air in normal sunlight operation (air supply prolonged if pilot uses Jedi hibernation trance)
Crew: 1 pilot and 1 modified, integrated astromech droid
Armament: 2 dual laser cannons (1 kiloton per shot max.)

ANCIENT ICON

The starboard wing of Obi-Wan's craft is marked with a symbol of a disc with eight spokes. This ancient icon dates to the Bendu monks' study of numerology wherein the number nine (eight spokes joined to one disc) signifies the beneficent presence of the Force in a unitary galaxy. After the fall of the Galactic Republic 1,000 generations later, the Emperor will personalize this symbol by defacing the icon with the removal of two spokes.

PRIVILEGED NETWORK SCOUT

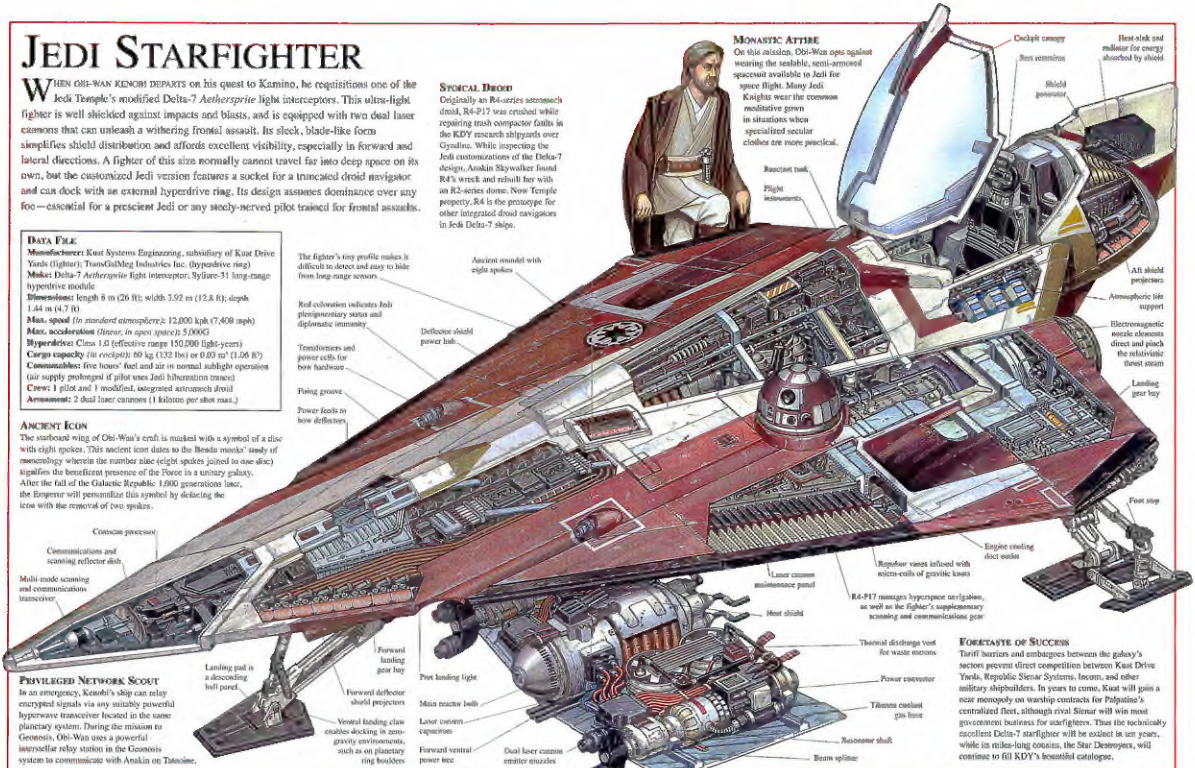
In an emergency, Kenobi's ship can relay encrypted signals via any suitably powerful hyperwave transceiver located in the same planetary system. During the mission to Geonosis, Obi-Wan uses a powerful interstellar relay station in the Geonosis system to communicate with Anakin on Tatooine.

STOICAL DROID

Originally an R4-series astromech droid, R4-P17 was crushed while repairing trash compactor faults in the KDY research shipyards over Gyndine. While inspecting the Jedi customizations of the Delta-7 design, Anakin Skywalker found R4's wreck and rebuilt her with an R2-series dome. Now Temple property, R4 is the prototype for other integrated droid navigators in Jedi Delta-7 ships.

MONASTIC ATTIRE

On this mission, Obi-Wan opts against wearing the sealable, semi-armored spacesuit available to Jedi for space flight. Many Jedi Knights wear the common meditative gown in situations when specialized secular clothes are more practical.


Cockpit canopy
Sun antennas
Heat sink and radiator for energy absorbed by shield
Shield generator
Reactant tank
Flight instruments
The fighter's tiny profile makes it difficult to detect and easy to hide from long-range sensors
Ancient roundel with eight spokes
Red coloration indicates Jedi plenipotentiary status and diplomatic immunity
Deflector shield power hub
Transformers and power cells for bow hardware
Firing groove
Power feeds to bow deflectors
Aft shield projectors
Atmospheric life support
Electromagnetic nozzle elements direct and pinch the relativistic thrust stream
Landing gear bay
Foot stop
Comsat processor
Communications and scanning reflector dish
Multi-mode scanning and communications transceiver
Engine cooling duct outlet
Repulsor vanes infused with micro-coils of gravitic knots
Laser cannon maintenance panel
R4-P17 manages hyperspace navigation, as well as the fighter's supplementary scanning and communications gear
Heat shield
Thermal discharge vent for waste emissions
Power conveyor
Tibanna coolant gas lines
Resonator shaft
Beam splitter
Forward landing gear bay
Port landing light
Main reactor bulb
Laser cannon capacitors
Forward ventral power vee
Dual laser cannon emitter muzzles
Landing pad is a descending hull panel
Forward deflector shield projectors
Ventral landing claw enables docking in zero-gravity environments, such as on planetary ring boulders

FORETASTE OF SUCCESS

Tariff barriers and embargoes between the galaxy's sectors prevent direct competition between Kuat Drive Yards, Republic Sienar Systems, Incom, and other military shipbuilders. In years to come, Kuat will gain a near monopoly on warship contracts for Palpatine's centralized fleet, although rival Sienar will win most government business for starfighters. Thus the technically excellent Delta-7 starfighter will be extinct in ten years, while its miles-long cousins, the Star Destroyers, will continue to fill KDY's bountiful catalogue.

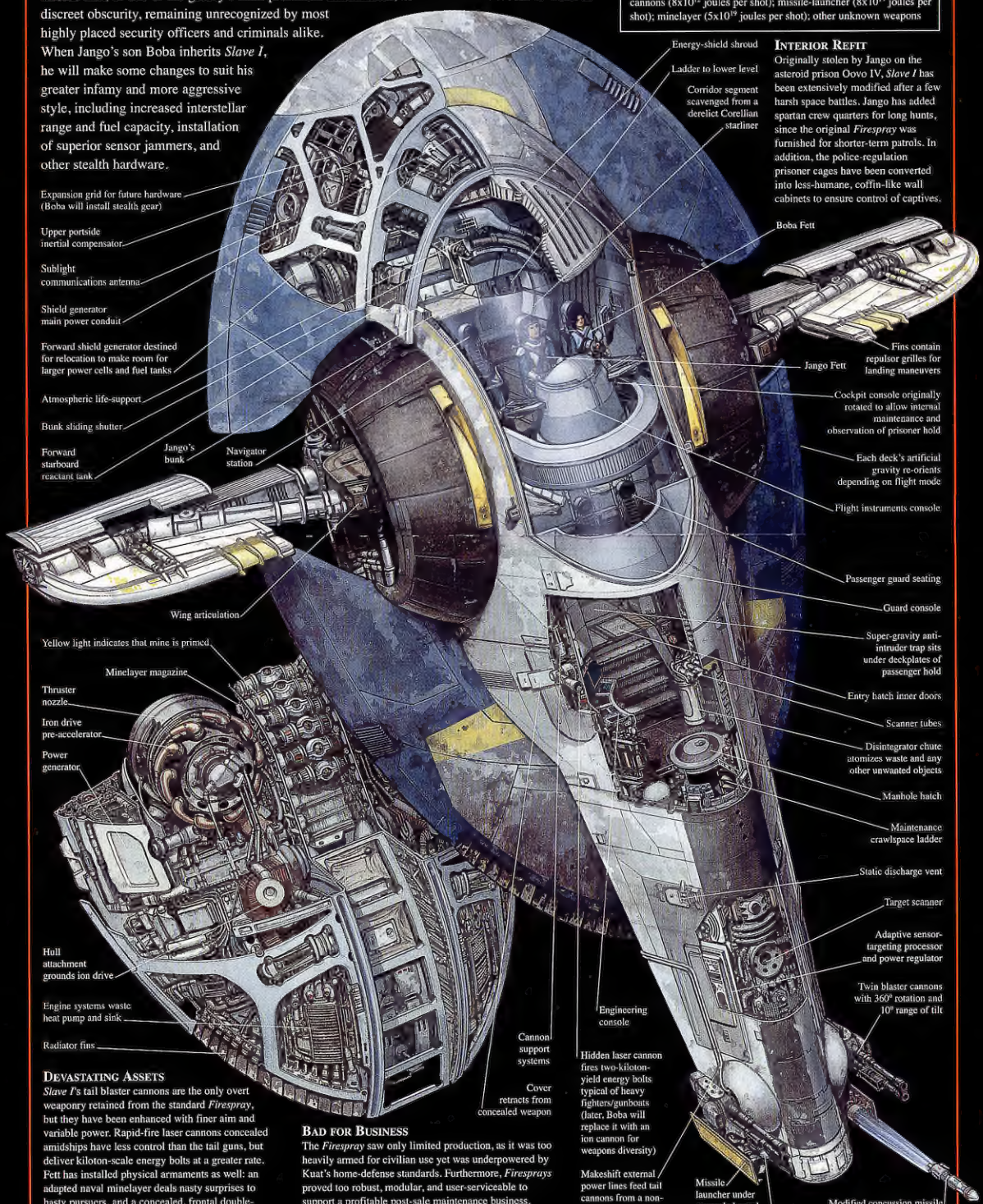
Slave I

Jango Fett pilots a viciously effective, customized starship with superior shielding combined with high endurance levels, and a heavy arsenal of overt and hidden weapons. At first glance, the rugged vessel is recognizable as an ordinary *Firespray*-class law-enforcement patrol ship. However, fine inspection reveals a montage of patched, rebuilt, and enhanced equipment attesting to its unsavory usage. Jango favors this uncommon but un-exotic craft for the element of disguise it affords him; as one of the galaxy's most proficient mercenaries, he nonetheless chooses to work in discreet obscurity, remaining unrecognized by most highly placed security officers and criminals alike. When Jango's son Boba inherits *Slave I*, he will make some changes to suit his greater infamy and more aggressive style, including increased interstellar range and fuel capacity, installation of superior sensor jammers, and other stealth hardware.

Data File
Manufacturer: Kuat Systems Engineering
Make: *Firespray*-class patrol and attack ship
Dimensions: length 21.5 m (70.5 ft); wingspan 21.3 m (70 ft); depth (excluding guns) 7.8 m (25.6 ft)
Max. speed *(in standard atmosphere)*: 1,000 kph (620 mph)
Max. acceleration *(linear, in open space)*: 2500G
Hyperdrive: class 1.0
Crew: 1 pilot; up to 2 co-pilots/navigator/gunners
Passengers: 2 seated (immobilized captives are stored in lockers)
Armament: 2 blaster cannons (600 gigajoules per shot); 2 laser cannons ($8x10^{12}$ joules per shot); missile-launcher ($8x10^{12}$ joules per shot); minelayer ($5x10^{18}$ joules per shot); other unknown weapons

Interior Refit

Originally stolen by Jango on the asteroid prison Oovo IV, *Slave I* has been extensively modified after a few harsh space battles. Jango has added spartan crew quarters for long hunts, since the original *Firespray* was furnished for shorter-term patrols. In addition, the police-regulation prisoner cages have been converted into less-humane, coffin-like wall cabinets to ensure control of captives.


Energy-shield shroud
Ladder to lower level
Corridor segment scavenged from a derelict Corellian starliner
Expansion grid for future hardware (Boba will install stealth gear)
Upper portside inertial compensator
Sublight communications antenna
Shield generator main power conduit
Forward shield generator destined for relocation to make room for larger power cells and fuel tanks
Atmospheric life-support
Bunk sliding shutter
Forward starboard reactant tank
Jango's bunk
Navigator station
Boba Fett
Jango Fett
Fins contain repulsor grilles for landing maneuvers
Cockpit console originally rotated to allow internal maintenance and observation of prisoner hold
Each deck's artificial gravity re-orients depending on flight mode
Flight instruments console
Passenger guard seating
Guard console
Wing articulation
Yellow light indicates that mine is primed
Minelayer magazine
Thruster nozzle
Iron drive pre-accelerator
Power generator
Super-gravity anti-intruder trap sits under deckplates of passenger hold
Entry hatch inner doors
Scanner tubes
Disintegrator chute atomizes waste and any other unwanted objects
Manhole hatch
Maintenance crawlspace ladder
Static discharge vent
Target scanner
Adaptive sensor-targeting processor and power regulator
Twin blaster cannons with 360° rotation and 10° range of tilt
Hull attachment grounds ion drive
Engine systems waste heat pump and sink
Radiator fins
Engineering console
Cannon support systems
Cover retracts from concealed weapon
Hidden laser cannon fires two-kiloton-yield energy bolts typical of heavy fighters/gunboats (later, Boba will replace it with an ion cannon for weapons diversity)
Makeshift external power lines feed tail cannons from a non-standard generator and capacitor array
Missile launcher under concealed panel
Missile launcher
Modified concussion missile inflicts blast-like kinetic effects without physical contact

Devastating Assets

Slave I's tail blaster cannons are the only overt weaponry retained from the standard *Firespray*, but they have been enhanced with finer aim and variable power. Rapid-fire laser cannons concealed amidships have less control than the tail guns, but deliver kiloton-scale energy bolts at a greater rate. Fett has installed physical armaments as well: an adapted naval minelayer deals nasty surprises to hasty pursuers, and a concealed, frontal double-rack of torpedoes fulfils the role of a guided, heavy-assault weapon.

Bad for Business

The *Firespray* saw only limited production, as it was too heavily armed for civilian use yet was underpowered by Kuat's home-defense standards. Furthermore, *Firesprays* proved too robust, modular, and user-serviceable to support a profitable post-sale maintenance business. Although bad for the manufacturer, these characteristics make a perfect starship for an independent bounty hunter.

PADMÉ'S STARSHIP

THIS SLIM YACHT FROM THE ROYAL HANGARS of Naboo is not a spacious diplomatic platform for long-range tours and conferences. It is a relatively fast ship suited to discreet getaways. Its security features include a powerful Naboo-style shield system, electronic countermeasures, and a last-resort passenger escape capsule. Queen Jamillia's royal starships normally sit idle since she prefers to concentrate on Naboo's domestic affairs, entrusting her external powers to Senator Padmé Amidala. Thus, the smallest royal yacht is available and ideally suited for Padmé's undercover travels as the galaxy's most threatened political target. Its small crew requirements minimize the risk of sabotage, allowing Padmé and Anakin to pilot the ship alone with back-up flight assistance from the droids C-3PO and R2-D2. The yacht serves Padmé and Anakin well in their dangerous journey from Tatooine to the neighboring Geonosis system.

RESPECTED NABERRIE

Upon her return to Naboo, Padmé seeks the security of close friends and allies in the district of her birth. Here, as on Coruscant, she is addressed as "M'lady," instead of "Senator," as protocol dictates given her years of service as Naboo's elected Queen. When she spontaneously decides to accompany Anakin to Tatooine, the Naboo authorities are ready to trust Padmé's instincts and commandeer a royal starship for her use.

Slim, aerodynamic shape facilitates unshielded hyperspace flight in atmosphere

Tube containing turbolift platform connects upper and lower deck for fast access

Navicomputer housing and power trunk

Navigator station

Anakin

Auxiliary consecran station

Anakin's crew bunk

Padmé runs the initial preflight check

Pilot station

Ship's manual

Toolkit

Main reactor

Galley

Coolant pump circulates a superfluid with enormous heat capacity to moderate the shield matrix during critical power spikes that cannot be radiated away quickly

Gleaming hull plating acts as passive physical radiation shielding

Deflector shield projector modules

Shield heat-sink and radiation matrix converts unusable energy surges into heat for disposal

Shield generator

Orderly and aesthetically arranged Naboo circuitry

Astromech droid hold (two stations)

Connection to main reactor above

Starboard tubejoint generator

Power node

Power trunk starboard fork

Starboard stern repulsor coils

Reactor fuel tank

Extended boarding ramp

Fuel bottles

R2-D2's station (unused)

Stores

Airlock

Hull substrate

Blow forward scanners

Communications array

Forward dorsal power spine

Emergency aerial

Forward maintenance crawlway

Hatch to access forward maintenance passage, which is only unshielded when landing gear is out

Emergency particle-flare launcher

Explosive bolts fill gap between capsule and hull

Traditional Naboo handcarved bed

Throne/headrest

Bright floor marks denote hardpoints and bulkheads

Main power spine passes through hyperdrive core

Explosive bolts

C-3PO

Propulsion systems maintenance console

Hyperdrive core

Ionization chamber

R2-D2

Flank deflector shield projectors

Complex magnetic ducts guide ion stream past intruding landing gear housing

Subsight drive particle exit ring

Starboard inertial compensator

Landing gear

Bern Whitesun

Owen Lars

STEALTHY APPROACH

When nearing and landing on Geonosis, Padmé and Anakin lower the yacht's shield power to reduce easily detectible energy by-product emissions. An unshielded or lightly shielded ship passively hurtling down into a planet's atmosphere might be mistaken for a meteorite, and, since Geonosis is surrounded by a rocky planetary ring, Anakin guesses correctly that its scanner technicians are lazy about meteor-like detections.

INCONSPICUOUS TRANSPORT

The yacht is the smallest non-fighter vessel kept in the hangars of Theed Palace. Its simplified systems reduce maintenance time, making it ideal for secretive, unsupported excursions. It is much faster than most other civilian ships, and its narrow profile and sheltered engines amount to a small sensor signature. Thus the ship is well suited for evading the grasp of shadowy pursuers.

SECURITY SENSITIVITY

The Trade Federation occupation significantly changed Naboo defense policy, with increased harmony between Naboo and Gungans resulting in coordinated action plans to withstand any new siege. Gungan shield expertise was combined with Naboo power generation to form a global shield network that activates at missiles to repel any bombardment or hostile landing. The need for such effective, if discreet, homeworld defenses is popularly supported. Captain Panaka's Security Forces have a healthy supply of volunteers, and Theed Palace engineers are designing a steady series of new starships to convey their dignitaries.

DATA FILE

Manufacturer: Theed Palace Space Vessel Engineering Corps
Make: Customized H-type Naboan yacht
Propulsion: 2 Nubian Sonem 3 ion drives
Dimensions: length 47.9 m (157 ft); width 8.1 m (26.7 ft); depth 7.1 m (23.3ft)
Max. acceleration *(linear, in open space)*: 2,800G
Max. speed *(in standard atmosphere)*: 8,000 kph
Power: main reactor peak $7x10^{15}$ mw; peak shielding $2x10^{15}$ mw
Hyperdrive: Nubian 150 core and S-5 generator (class 0.9; range 20,000 light years fully fuelled)
Crew: 1 pilot; 1 co-pilot; 2 optional (navigator/comscan plus shield operator); 2 astromech droids
Passengers: 1 petite cabin
Armament: none

Trade Federation Core Ship

Data File
Manufacturer: Hoersch-Kessel Drive Inc. (basic Core Ship); Baktoid Combat Automata (droid-army control core)
Model: *Lucrehulk*-class modular control core (LH-1740)
Dimensions: diameter 696 m (2285 ft); depth (when landed, minus transmission mast) 914 m (3,000 ft)
Max. acceleration *(linear, in open space)*: 300G
Power: reactor peak $3x10^{24}$ watts, peak shield capacity $6x10^{23}$ watts
Cargo capacity: approx. 66 million m^3 (2.3 billion ft^3)
Consumables: 3 years supplies
Crew: 60 Trade Federation supervisors, 3,000 Droid Crew, 200,000 Maintenance Droids
Passengers: stateroom capacity for 60,000 trade representatives
Armament: 280 point-defense light laser cannons (8 kilotons per shot max.)

When [illegible] of the powerful merchant factions behind the advent of the Clone Wars. The heart and brain of each battleship is a detachable Core Ship, which comprizes a massive, central computer and multiple power systems. These huge ships are serviced in special landing pits on planets affiliated to the Trade Federation, while the delicate cargo arms and engine blocks remain in orbit. The Core Ships' ion-drive nozzles provide basic steering and slow acceleration, allowing them to dock in powerful, anti-gravity repulsorlift cushions with eight landing legs for stability. Scores of these ships are grounded on Geonosis, where they are being upgraded for coordination with the newly enhanced Baktoid droid armies. During the battle on Geonosis, the Core Ships are ringed with land and air defenses, allowing a good number to retreat safely to the skies.

Vertical Organization

The hierachical arrangement of habitable areas on the Core Ships matches that of Neimodian hierarchy. Control bridges, executive suites, and treasuries are concentrated in globe's upper pole and towers, and resemble Neimodia's luxurious surface palaces. Deeper levels are for junior managers, publicists, brokers, and droid storage. The lowest decks contain engineering areas and conference rooms for meeting outsiders; like the unfavorably dry and hot basements of Neimodian warrens, frequented by subterranean scavengers and parasites, these decks are shunned by high-ranking officials.

Transmitter tuning cells

Radiator coils

Power generator

sub-systems

Military control

most Core Ships)

Military Droid-feedback receivers

Locking ridges on hull, fit sockets on different classes of Trade Federation freighters and warships.

Newly upgraded AAT tanks loaded into equatorial bay

MTT troop

power generator

Observation

workshops

Lift shaft

Walls are lined with gravitational reflectors for the

Particle shields

Small, point-

Thruster blast and radiation are harmlessly channeled into 6.4-km (4-mile) deep shaft

Transmission mast for military control signals

Scanner array

Command bridge

Luxury executive suites

Docking ring for Corellian-standard boarding tubes and

escape-pod bay

VIP accessory

Upgraded computer core allows coordination of droid armies via Officer Droids and neighboring droid-control ships

New secondary fuel silos improve reactor overload containment system

Standard Part

Core-Ship design has changed little in the last century. In a typical display of Neimodian thrift, the spheres can serve a variety of craft. The spheres of freighter-battleships of the Naboo blockade, larger, unarmed container vessels and tankers, and newer warships of the post-Naboo period, including cruisers with improved weapons placement and smaller, faster destroyers that defend the fleets and chase down blockade runners.

Ancillary reactors

Reactor-support assemblies are independent fusion-powered triggers and confinement field generators for the hypermatter

Trench shield projectors channel the energies in synchronous sheaths

Thermal exhaust-vent safely moderates heat surges in core

Cold generator

Ceremonial hall for signing treaties and planetary protectorship leases

Lower decks are mostly uninhabited but patrolled by security droids

Landing ship ports

Boarding ramp

New storage holds

maintenance gantry

Power feeds

Faster-than-light "hyperwave" transceiver reaches any part of the galaxy directly without

Hull sections from landing socket cover

Hyperlane Control

Core Ships' navicomputers contain precious interstellar data charts. In bygone ages, governments and private agencies shared such information publicly, but now the Trade Federation aggressively protects the coordinates it owns. As changes in astronomical conditions can make routes unsafe, the Trade Federation is gaining a virtual transport monopoly over patches of the galaxy. Now, only the Jedi and the Office of the Supreme Chancellor can afford to maintain more comprehensive charts.

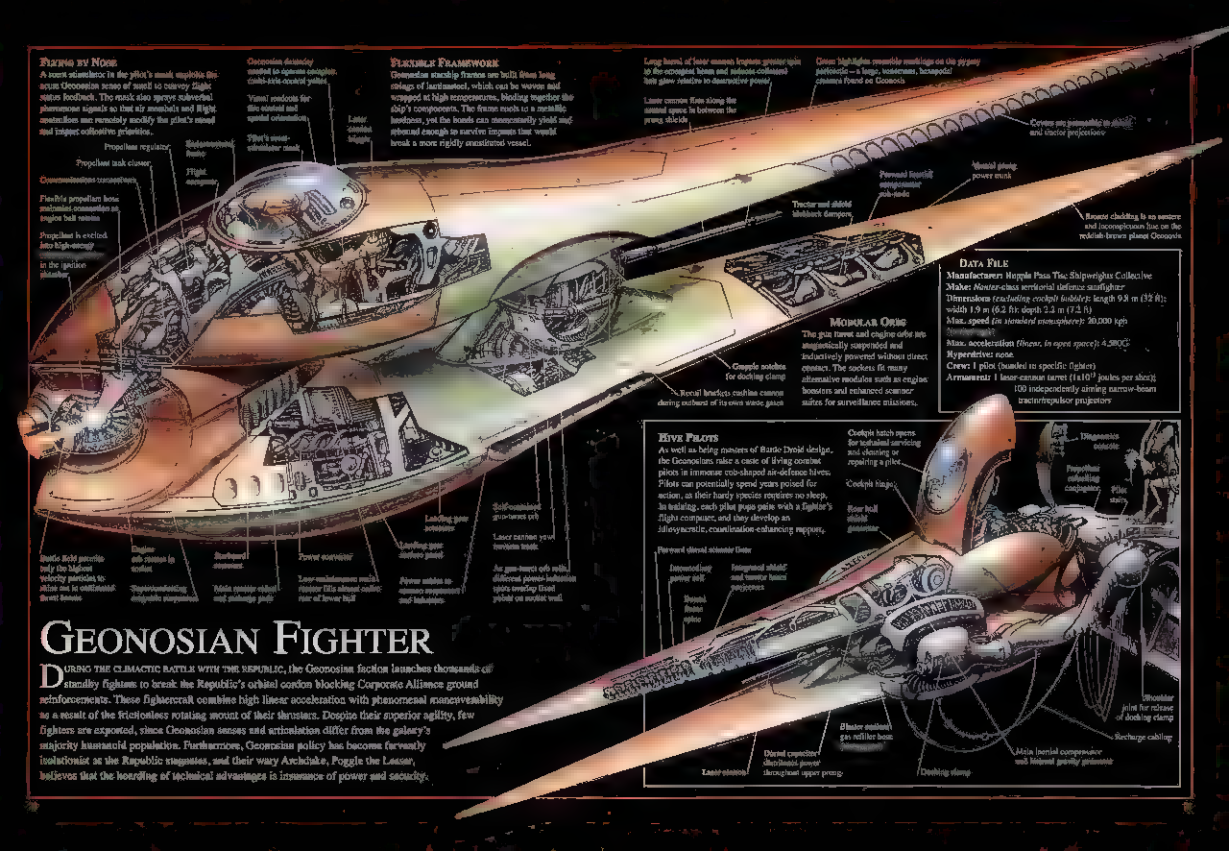
Ventral thruster extends out of a lower hatch

Rings project one-way force-field that contains harmful radiation from the ship's exhaust in the blast shaft

Foot-pads have never been tested to support the ship's full weight without repulsorlift assistance for more than an hour

New Ally

After more than a decade of promoting its own trade interests by underhand means, the Trade Federation recognizes the strategic value of Count Dooku. As a persuasive orator with a zealous following on thousands of Separatist worlds, including Geonosis (home to the Federation's favorite dockyards and armorers), he is serving to increase disunity through the galaxy – and, as Nute Gunray knows, weak governments are good for business.


Flying by Nose
A keen scientist in the pilot's mask exploits the acute Geonosian sense of smell to convey flight status feedback. The mask also sprays subverbal pheromone signals so that air assailants and flight controllers are remotely audible the pilot's mood and impart collective priorities.
Geonosian density marked in spheres complete with side-mounted yellow.
Flexible Framework
Geonosian starship frames are built from long strings of laminated, which can be woven and wrapped at high temperatures, binding together the ship's components. The frame such is a metallic weakness, yet the bonds can momentarily yield and rebound enough to survive impacts that would break a more rigidly constructed vessel.
Long barrel of four-mount ion/ion gravity gun to de-occupant beam and molecule-collapser bolt glow relative to destructive power
Laser cannon fires along the central gaun in between the prong shields
Gaun: highlights ensemble markings on the gyrogy projectile – a huge, tesseract, hexapodal cinema found on Geonosis
Covers are pressurized to shield and vector projectiles
Propellant regulator
Propellant tank cluster
Electromagnetic feeder
Flight computer
Communications transceiver
Flexible propellant hose minimal connection on engine bell nozzle
Propellant is exciled into high-energy
in the ignition chamber
Vessel sealants for the control and special consultation.
Later control wheels
Pilot's sense-stimulator mask
Tractor and shield slipstream dampers
Forward inertial compensator sub-tanks
Ventral pump power unit
Bronze cladding is an austere and inconspicuous hue on the reddish brown planet Geonosis
Data File
Manufacturer: Hoppia Psaa Tisc Shipwrights Collective
Make: Hunter-class territorial defence starfighter
Dimensions (excluding cockpit bubble): length 9.8 m (32 ft); width 1.9 m (6.2 ft); depth 2.3 m (7.5 ft)
Max. speed (in standard atmosphere): 30,000 kph
Max. acceleration (linear, in open space): 4,500G
Hyperdrive: none
Crew: 1 pilot (loaded in specific fighter)
Armament: 1 laser-cannon turret (1x10^6 joules per shot); 100 independently aiming narrow-beam tractor/repulsor projectors
Modular Orbs
The gun turret and engine orbs are magnetically suspended and inductively powered without direct contact. The sockets fit many alternative modules such as engine boosters and enhanced scanner suites for surveillance missions.
Gaggle notches for docking clamp
Retail brackets cushion cannon during outburst of its own wave gaun
Hive Pilots
As well as being masters of Battle Droid design, the Geonosians take a caste of living control pilots in immense coin-shaped air-defence hives. Pilots can potentially spend years poised for action, in their hardy species requires no sleep, in training, each pilot pops pairs with a fighter's flight computer, and they develop an idiosyncratic, coordination-enhancing rapport.
Cockpit hatch opens for technical servicing and cleaning or repairing a pilot
Cockpit hinge
Rear hull shield generator
Forward shield emitter Outer
Interconnecting power bolt
Integrated inhibit and tractor beam projectors
Ventral flares engine
Diagnostics console
Propellant refueling couplings
Pilot mask
Blaster cannon gas refiller hose
Laser cannon
Docking clamp
Shoulder joint for release of docking clamp
Recharge cabling
Main inertial compensator unit beyond gravity gradometer
Geonosian Fighter
During the climactic battle with the Republic, the Geonosian faction launches thousands of stealthy fighters to break the Republic's orbital cordon blocking Corporate Alliance ground reinforcements. These fighters can combine high linear acceleration with phenomenal maneuverability as a result of the frictionless rotating mount of their thrusters. Despite their superior agility, few fighters are exported, since Geonosian senses and articulation differ from the galaxy's majority humanoid population. Furthermore, Geonosian policy has become fervently isolationist as the Republic suggests, and their wary Archduke, Poggle the Lesser, believes that the hoarding of technical advantages is insurance of power and security.

Republic Assault Ship

T[illegible] nefarious corporate org[illegible] hitherto stag[illegible]

At the battle[illegible] by heavy ground vehicles and thousands of well-trained, dedicated clone troops.

Main bridge and basic operations module

Power core cavity is not subject

Assembly hall

Rear dorsal sensor

Superstructure frame

Main reactor is hidden within hull armour, while the bottom vents evacuations of most powerful ships of Kuat's corporal fleet, such as the Acclamator-class Star Destroyer and

Rear deck improves clearance of cannons and

Rear troop deck

Ventral sensor

Engine

Power systems maintenance

KDY's smaller naval designs

Kuat's enslaved shipyards and factories on [illegible]

Tail houses auxiliary

Central compressor

Integrity of ship's

Power systems cooling manifold

Cooling grills

Shields deflect exhaust particle streams to provide turning thrust

Vents for cooling due to heavy off-axis location

Regional AI/HI geocruiser nodes

Each battalion marches by group with two squads

Enemy forces evacuate heavily

Launch decks

Heavy combat vehicles service bay

Docking clamps circulating on roll

Reactor valve module

AT-TE Walker

BARC-T (Self Propelled Heavy Artillery Turbolaser) vehicles stand behind

Born from Chaos

The new Galactic Army's arsenal was secretly built by a mighty corporation that could have led the Separatists if not for bloody treachery. Leading Kuat executives were assassinated when Palpatine took over the Trade Federation at the notorious Eriadu Conference a decade earlier. The enraged industrialists have since aligned with the Supreme Chancellery [illegible] space of clandestine [illegible] Kuat's enslaved shipyards and factories on [illegible]

New Ways

The vessels that ensured victory at Geonosis are sure to be copied by other shipbuilders loyal to the Republica [illegible] ceaseless industrial spies and starship designers to reduce Kuat's competitive [illegible] contracts. Retrofit's extensive system of smaller shipyards across the Mid and Outer Rims of the galaxy are a strong advantage that may give them temporary ascendancy.

Supportive Mothership

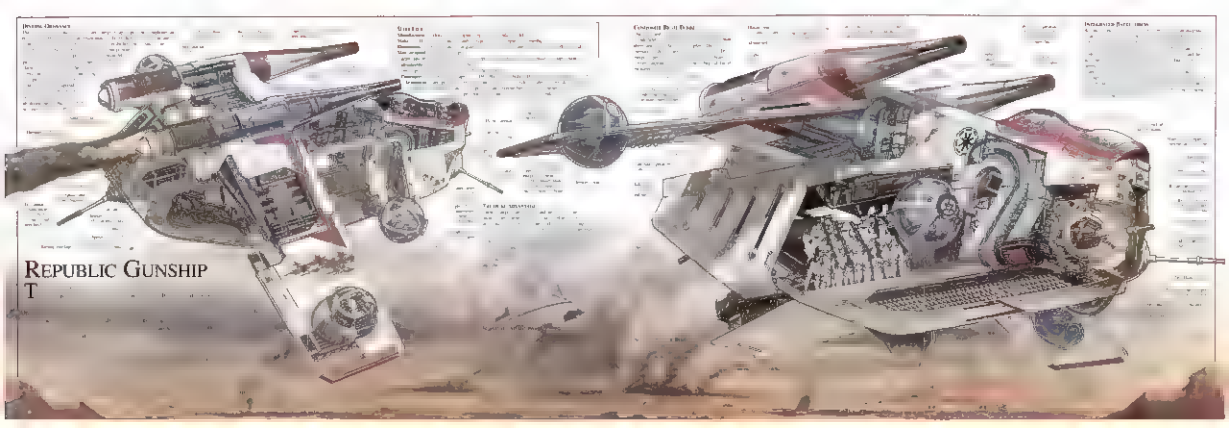
Each Acclamator coordinates its forces strategically. Orbital bombardments with high-yield proton torpedoes and surgical turbolaser strikes hit enemy fortifications when capture is not a priority. Armies entrenched deep underground may be subject to a fast-variant "Base Delta Zero" fleet bombardment. Such operations reduce the upper crust of a planet to molten slag—a spectacle unseen in the Republic until the Clone Wars.

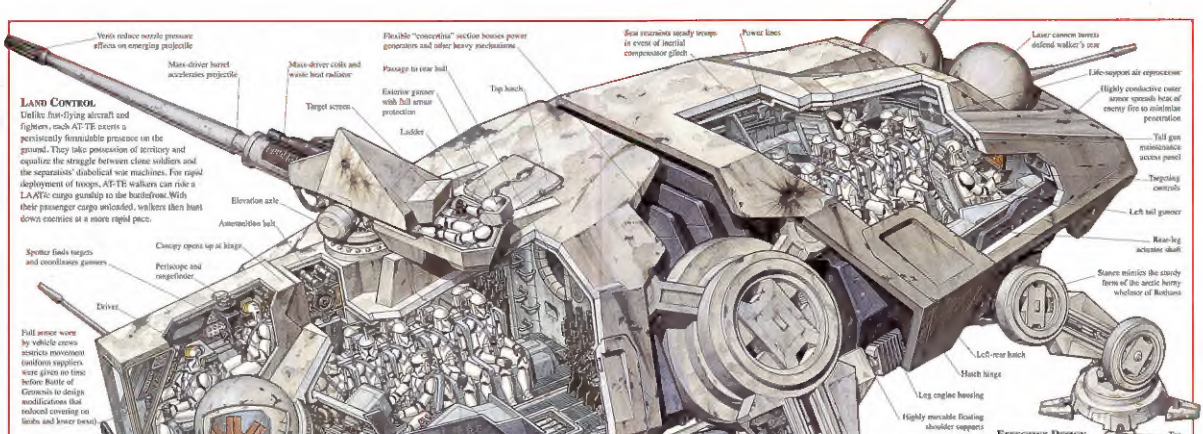
Shape of Things to Come

In the peaceful centuries preceding the Clone Wars, many larger and more powerful warships were built to defend [illegible] [illegible] their hyperdrive jump ranges were local. The nature of truly trans-galactic warships and armies is an arduous innovation.

Data File

Manufacturer: Rothana Heavy Engineering (subsidiary of KDY)
Model: Acclamator-class trans-galactic military transport ship
Dimensions: length 752 m (2,466 ft); width 460 m (1,509 ft); depth (while landing gear) 200 m (656 ft); depth (in flight) 183 m (600 ft)
Max. acceleration *(linear, in open space)*: 1.5RGs
Power: main reactor peak 2×10^{15} watts, peak shielding 7×10^{15} watts
Hyperdrive: class 0.8; range 250,000 light-years fully refitted
Cargo capacity: 130 speeder bikes, 40 infantry and cargo gunships; 48 armored walkers; 56 heavy self-propelled artillery pieces; 700,000 m^3 (7,060,000 ft^3) cargo space in addition to hangar space and consumables
Crew: 700
Passengers: 16,000 clone troops and support personnel
Armament: 12 quad turbolaser turrets 200 gigatons per shot; 24 laser cannons (6 megatons per shot); 4 mini-torpedo launch tubes


REPUBLIC GUNSHIP
T


Vents reduce nozzle pressure effects on emerging projectile
Mass-driver barrel accelerates projectile
Mass-driver coils and waste heat radiators
Target screen
Elevation axle
Azimuth/dish belt
Canopy opens up at hinge
Spotter finds targets and coordinates gunners
Periscope and rangefinder
Driver
Full armor worn by vehicle crews restricts movement (uniform suppliers were given no time before Battle of Geonosis to design modifications that reduced covering on limbs and lower torso)
Ramp pivots down to give crew a step up into cabin
Laser cannon stimulator forward elements
Laser-cannon power feeds
Targeting computer
Laser cannon charger/transformer
Notches for holding clamps in hangar
Flexible "concertina" section houses power generators and other heavy mechanisms
Passage to rear hull
Exterior gunner with full armor protection
Ladder
Top hatch
Seat rearranges steady troops in event of inertial compensator glitch
Power lines
Laser cannon turrets defend walker's rear
Life-support air reprocessor
Highly conductive outer armor spreads heat of enemy fire to minimize penetration
Tail gun maintenance access panel
Targeting controls
Left tail gunner
Rear-leg actuator shaft
Stance mimics the steady form of the arctic horny whelance of Rothana
Left-rear hatch
Hatch hinge
Leg engine housing
Highly movable floating shoulder supports
Servomotor discs rotate with leg movement
Ankle-locking clamp
Widely spread footing allows AT-TE to endure huge blasts without toppling
Toe actuator
Foreleg actuator piston
Foot orientation pistons
Ramp opens downward to act as a boarding ramp
Exceptionally powerful clone trooper blaster rifles: Max-power shot leaves a .5 m (1.6 ft) crater in any ferrocrete wall
Terrain sensors
Steps
Ammo hatch
Ammunition storage for main cannon; troops reload ammo belts manually
Inertial compensation generator under seats

Land Control

Unlike fast-flying aircraft and fighters, each AT-TE exerts a persistently formidable presence on the ground. They take possession of territory and equalize the struggle between clone soldiers and the separatists' diabolical war machines. For rapid deployment of troops, AT-TE walkers can ride a LAAT/c cargo gunship to the battlefront. With their passenger cargo unloaded, walkers then hunt down enemies at a more rapid pace.

Effective Design

The AT-TE's combination of frontal and rear defensive guns makes it less vulnerable to close attacks. In years to come, the success of the AT-TE will lend to heavier designs, such as the towering AT-AT and AT-HE (All Terrain Heavy Enforcer) walkers. These craft will incorporate hulls raised above the reach of exploding mines, and greater vantage for their energy weapons.

AT-TE

THE INTIMIDATING ALL TERRAIN TACTICAL ENFORCER is an assault vehicle that offers support to the Republic's clone army, obliterating threats to friendly infantry and reinforcing tactical control. Wading through the savage din of battle, the walker's sure-footed, six-legged stance allows it to cross crevices and climb otherwise impassably rugged slopes. Its massive turret-mounted missile-launcher bombards fixed emplacements or smites slow-moving aircraft, while six laser-cannon turrets swivel quickly to devastate faster line-of-sight targets. In the event of a close assault by enemy infantry, an AT-TE can dismount its two squads of troops to enter the fray and secure the immediate surroundings.

Data File

Manufacturer: Rothana Heavy Engineering (local subsidiary of Kuat Drive Yards)
Maker: AT-TE (All Terrain Tactical Enforcer) assault walker
Dimensions *(hull only)*: length 12.4 m (40.6 ft); width 5.32 m (17.4 ft); height 5.02 m (16.4 ft)
Max. loadspeed: 60 kph (37.2 mph)
Consumables: fuel for 500 km (310 miles) walking; three standard weeks' air and rations
Crew: 1 pilot; 1 spotter; 4 gunner/support crew; 1 turret gunner outside
Passengers: 20 clone troopers; 1 IM-6 Battlefield Medical Droid (stowed in emergency locker)
Armament: 6 anti-personnel laser cannon turrets (4 front; 2 back; $5x10^6$ joules per shot max.); 1 heavy projectile cannon (variable yield)

Incisive Vanguard

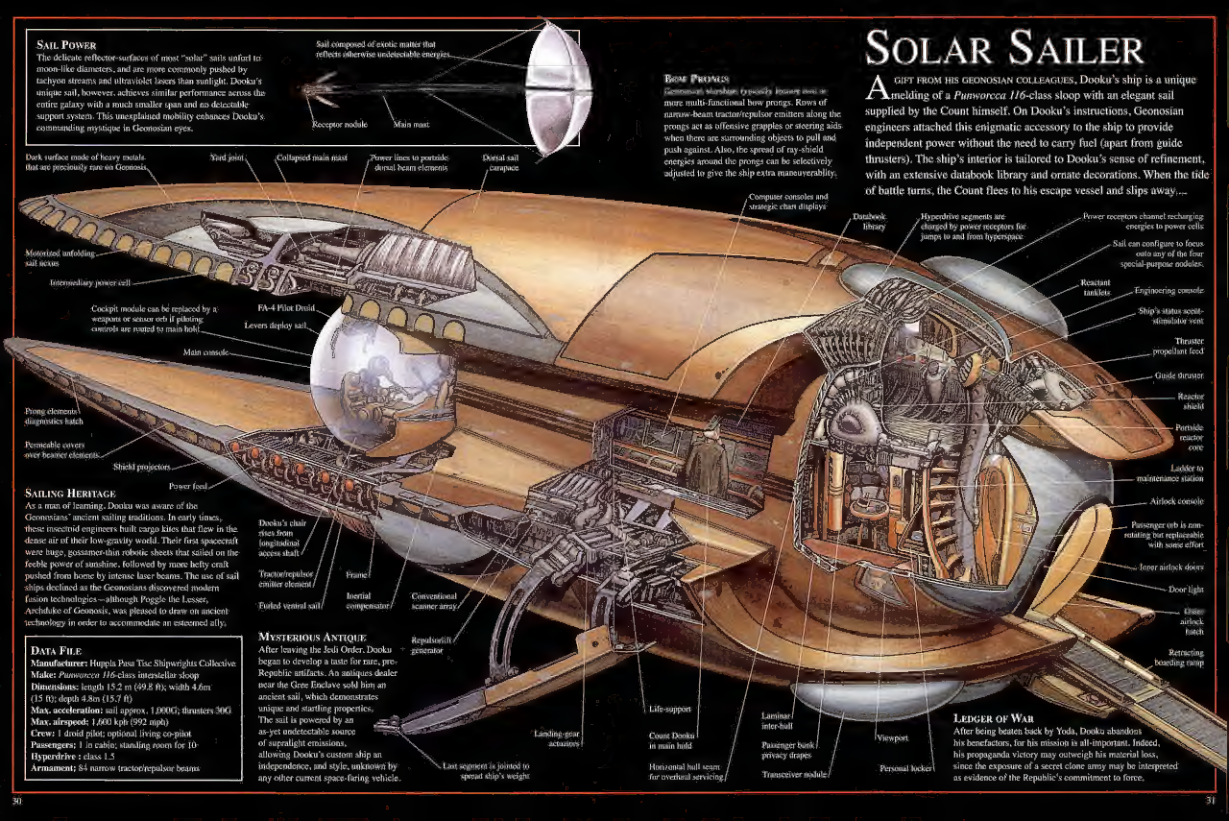
AT-TEs are effective at penetrating powerful energy shields. Walker movement uses simple surface traction, whereas the high-velocity exhausts that drive a speeder or starship are stifled by particle shields. Furthermore, flying craft can be damaged by energy discharges leaping from the ground at shield interfaces, but a walker's natural grounding provides invulnerability against this effect. AT-TEs are also well shielded against electromagnetic pulse weapons and ion cannon fire.

Product of Rothana

When devising armaments and vehicles for clone troops, the Kuat/oxes subcontracted the secret job to Rothana Heavy Engineering, a subsidiary of Kuat Drive Yards—and no friend of the Trade Federation or Techno Union. Toiling in immense underground factories and honeycombed orbital shipyards, RHE's workforce is famed for its diligence. Their star system is uniquely clear of Trade Federation espionage, due to factors ranging from the impenetrably complex Rothanian etiquette (which makes outsiders stand out) to a sizeable KDY corporate-security starfleet and inventively deployed mines in Rothana's inbound hyperlanes.

Solar Sailer

A gift from his Geonosian colleagues, Dooku's ship is a unique melding of a *Punworcca 116*-class sloop with an elegant sail supplied by the Count himself. On Dooku's instructions, Geonosian engineers attached this enigmatic accessory to the ship to provide independent power without the need to carry fuel (apart from guide thrusters). The ship's interior is tailored to Dooku's sense of refinement, with an extensive databook library and ornate decorations. When the tide of battle turns, the Count flees to his escape vessel and slips away...


Sail Power
The delicate reflector-surfaces of most "solar" sails unfurl to moon-like diameters, and are more commonly pushed by tachyon streams and ultraviolet lasers than sunlight. Dooku's unique sail, however, achieves similar performance across the entire galaxy with a much smaller span and no detectable support system. This unexplained mobility enhances Dooku's commanding mystique in Geonosian eyes.
Sail composed of exotic matter that reflects otherwise undetectable energies
Receptor nodule
Main mast
Bow Prongs
Geonosian warships typically mount two or more multi-functional bow prongs. Rows of narrow-beam tractor/repulsor emitters along the prongs act as offensive grapples or steering aids when there are surrounding objects to pull and push against. Also, the spread of ray-shield energies around the prongs can be selectively adjusted to give the ship extra maneuverability.
Dark surface made of heavy metals that are precisely rare on Geonosis
Yard joint
Collapsed main mast
Power lines to portside dorsal beam elements
Dorsal sail carapace
Computer consoles and strategic chart displays
Databook library
Hyperdrive segments are charged by power receptors for jumps to and from hyperspace
Power receptors channel recharging energies to power cells
Sail can configure to focus onto any of the four special-purpose modules
Motorized unfolding sail access
Intermediary power cell
Reactant tankiets
Engineering console
Cockpit module can be replaced by a weapons or sensor orb if piloting controls are routed to main hold
FA-4 Pilot Droid
Levers deploy sail
Ship's status scent-stimulator vent
Main console
Thruster propellant feed
Guide thruster
Reactor shield
Prong elements diagnostics hatch
Portside reactor core
Permeable covers over beamer elements
Shield projectors
Ladder to maintenance station
Power feed
Airlock console
Sailing Heritage
As a man of learning, Dooku was aware of the Geonosians' ancient sailing traditions. In early times, these insectoid engineers built cargo kites that flew in the dense air of their low-gravity world. Their first spacecraft were huge, gossamer-thin robotic sheets that sailed on the feeble power of sunshine, followed by more hefty craft pushed from home by intense laser beams. The use of sail ships declined as the Geonosians discovered modern fusion technologies—although Poggle the Lesser, Archduke of Geonosis, was pleased to draw on ancient technology in order to accommodate an esteemed ally.
Passenger orb is non-rotating but replaceable with some effort
Dooku's chair rises from longitudinal access shaft
Tractor/repulsor emitter element
Frame
Inertial compensator
Conventional scanner array
Fluted ventral sail
Repulsorlift generator
Inner airlock doors
Door light
Outer airlock hatch
Retracting boarding ramp
Data File
Manufacturer: Huppla Pasa Tisc Shipwrights Collective
Make: Punworcca 116-class interstellar sloop
Dimensions: length 15.2 m (49.8 ft); width 4.6m (15 ft); depth 4.8m (15.7 ft)
Max. acceleration: sail approx. 1,000G; thrusters 30G
Max. airspeed: 1,600 kph (992 mph)
Crew: 1 droid pilot; optional living co-pilot
Passengers: 1 in cabin; standing room for 10
Hyperdrive: class 1.5
Armament: 84 narrow tractor/repulsor beams
Mysterious Antique
After leaving the Jedi Order, Dooku began to develop a taste for rare, pre-Republic artifacts. An antiques dealer near the Core Enclave sold him an ancient sail, which demonstrates unique and startling properties. The sail is powered by an as-yet undetectable source of supralight emissions, allowing Dooku's custom ship an independence, and style, unknown by any other current space-faring vehicle.
Life-support
Landing-gear actuators
Count Dooku in main hold
Last segment is jointed to spread ship's weight
Laminar inter-hull
Passenger bank privacy drapes
Transceiver nodule
Horizontal hull seam for overhaul servicing
Viewport
Personal locker
Ledger of War
After being beaten back by Yoda, Dooku abandons his benefactors, for his mission is all-important. Indeed, his propaganda victory may outweigh his material loss, since the exposure of a secret clone army may be interpreted as evidence of the Republic's commitment to force.

LONDON, NEW YORK, DELHI,
MUNICH and JOHANNESBURG

DORLING KINDERSLEY

SENIOR ART EDITOR John Kelly
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PRODUCTION Lauren Britton and Nicola Torode

LUCASFILM LTD.
ART EDITOR Iain R. Morris
EDITOR Jonathan W. Rinzler

First American edition, 2002
2 4 6 8 10 9 7 5 3 1
Published in the United States by DK Publishing, Inc.
95 Madison Avenue, New York, New York 10016

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Published in Great Britain by Dorling Kindersley Limited.

ISBN 0-7894-8574-5

A catalog record is available from the Library of Congress

Colour reproduction by Dot Reprographics, England
Printed and bound in Italy by A. Mondadori Editore, Verona

Acknowledgements

Hans Jenssen painted the Naboo Cruiser, Jedi Starfighter, Owen Lars' Swoop Bike, Republic Assault Ship, Republic Gunship, AT-TE. He would like to thank: Janine Morris for her support in looking after Arne, cooking meals, and putting up with bad moods; Doug Chiang for the ride in his Porsche. He would like to dedicate his contribution to the memory of his friend, Laura Griffiths.

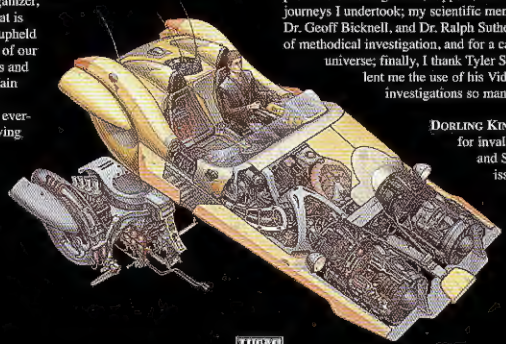
Richard Chasemore painted Zam's Airspeeder, Anakin's Airspeeder, *Slave I*, Padmé's Starship, Trade Federation Core Ship, Geonosian Fighter, Solar Sailer. He would like to thank: Hilary Craig, for being fantastic; everyone at Skywalker Ranch, for making us so welcome, especially Doug Chiang, the source of endless inspiration; and the guys at Superglider, for their inspirational music.

The illustrators would also like to thank: Fay David and all at the Art Department; the animatics guys, for being incredibly welcoming and generous with their time; particular mention must go to Robert Kinkead, who worked up several of the angles for us; and Simon and BJ, for letting us win one game of table football in two weeks of trying! Also, of course, our friend Iain Morris for all his help.

Curtis Saxton would like to thank the following people: Simon Beecroft, who has been a peerless organizer, a champion of reason, and savior of much that is indispensable in this book; John Kelly, who upheld and perfected the widest and deepest visions of our project, even in the face of structural changes and challenges that initially daunted the author; Iain R. Morris, Chris Cerasi, Leland Chee, Sue Rostoni, and Jonathan W. Rinzler, who were ever-helpful gatekeepers and wardens of the evolving literature, fastidiously ensuring that our work was reconciled with every "certain point of view" of any importance; I salute my collaborators, the artists Richard Chasemore and Hans Jenssen, for their professionalism, ingenuity, and stoical fulfilment of "impossible" objectives; Lucy Autrey Wilson, Lucas Licensing, and Dorling Kindersley, to whom I owe the privilege of official involvement in the *Star Wars* endeavor; Doug Chiang, who, in our project's most productive brainstorming session, lent us his valuable time and authoritative insight, saving us weeks of stumbling in the dark; Dr. David West Reynolds, who offered crucial advocacy, valued peer feedback and perspective, and a most formidable precedent; above all others, George Lucas, for the majesty of his grandiose creation and for graciously permitting the growth of participatory fandom.

I would also like to thank: Pete Briggs, Robert B.K. Brown, Elwyn Chow, Albert Forge, Adam Gehrls, Martyn Griffiths, Frank Gerratana, Michael Horne, Ethan Platten, Wayne Poe, Andrew Tse, Anthony Tully, Michael Wong, and Brian Young, who were prominent among the hundreds of people contributing to constructive debates about *Star Wars* technicalities over the years, resulting in the consensus of conceptual and physical foundations applied in these pages; the profuse and unstinting generosity of Scott Chitwood, Joshua Griffin, their staff and community, for providing visibility and years of continuity for my private hobby, and special thanks to Paul Ens for the introduction; Gwendoline Blanchet and the Blanchet family, Andrew Tse, Nicolas Gruel, Pete Briggs, Kate Wood, and Michael Horne, who provided encouragement, support, and hospitality on the practical and inspirational journeys I undertook; my scientific mentors and seniors, Dr. Kinwah Wu, Dr. Geoff Bicknell, and Dr. Ralph Sutherland, for their wisdom and the experience of methodical investigation, and for a career concerning the wonders of the real universe; finally, I thank Tyler Saxton for helping to set my course when he lent me the use of his Vidi Amiga video digitizer for my first *Star Wars* investigations so many years ago.

Dorling Kindersley would like to thank Julia March, for invaluable editorial assistance; Chris Gollaher and Steve Chianesi, for helping with continuity issues; Paul Ens and Pablo Hidalgo, for online support; Aaron Henderson, for fulfilling our never-ending image requests.



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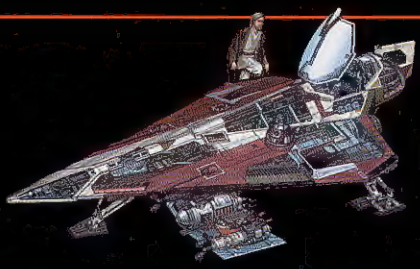

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Printed in Italy

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